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ABSTRACT

Method and apparatus for providing authenticated, secure, on-line communication between remote locations including a user terminal adapted to enable a player in one location to remotely communicate via a communications medium such as the Internet with a gaming host in another location. Location of the remote user terminal, the host server and universal time are determined using means for accessing signals generated by geostationary navigational transmitters, such as in the global positioning satellite (GPS) system. Player authentication (identity verification) is determined by use of a personal identification number (PIN) and an electronic signature verification service. Security of communication is accomplished through use of a public-key/private-key encryption system. The remote user terminal may be comprised of one or more discreet components adapted to be used with a laptop or desktop personal computer (PC), or may be embodied in a stand alone or self-contained single unit that is portable and communicates via radio waves, telephone lines or the Internet to a host server.